



P.S. 220 Q, The Edward Mandel School

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"Today's Learner is Tomorrow's Leader"

PS 220 COOL TOOL OF THE WEEK

KINDNESS

KINDNESS IS DEFINED AS BEING SYMPATHETIC AND UNDERSTANDING TOWARD THE NEEDS AND FEELINGS OF OTHERS.

A PERSON WHO IS KIND IS SOMEONE WHO SHOWS UNDERSTANDING OF OTHERS BY TREATING THEM WITH COMPASSION, GENEROSITY, AND A FORGIVING SPIRIT.

School-Wide Expectation: Mighty Tigers Stay on TRACK

Purpose of the lesson - Why it is important?:

1. To assure that students feel safe at school.
2. To maintain a well-mannered learning environment.
3. To have an understanding of what kindness looks like in various areas of P.S.220.

Kid Activities

******Please submit projects and/or posters created this week so they can be displayed throughout the school******

1. Discuss Matrix specific examples
2. Stop throughout the day to show examples of the behavior
3. Have a discussion to create a class definition for KINDNESS.
4. Have students role play positive examples of showing kindness
5. Document on posters or cards (using writing and/or pictures)
6. Write poems
7. Paint/draw a mural
8. Create paper chains showing the behaviors intertwined
9. Capture the moment with a digital camera if applicable
10. Have students create an upbeat Tiger Cheer incorporating the behavior expectations from our Matrix.
 - a. Responsive
 - b. Choral
 - c. Interactive
 - d. Combining hand movements with sound

"Today's Learners are Tomorrow's Leaders"

Follow-up/Reinforcement Activities:

1. Remind (pre-teach) students prior to an activity of the expectations from the Matrix
2. Give verbal praise and acknowledge those students demonstrating positive behaviors from the Matrix.

*****NOTE:** This week is all about **kindness**. We want students to emphasize the positive behaviors that represent kindness. It is important that you use the matrix and all examples of the trait are depicted in a positive manner. During the lessons, you may choose to use scenarios that include undesirable behaviors. The goal is to ensure that students understand what the desired behavior *looks and sounds like*.